

SEGA®



BLACK

FIRE™

SEGA SATURN™



81003



WARNINGS

READ BEFORE USING YOUR SEGA SATURN

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The Sega compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.

FOR GAME PLAY HELP, CALL 1-415-591-PLAY

For Latest News on Sega Saturn, call 1-800-SEE-SATURN

For More Information, Visit Sega's internet sites at:

web site: <http://www.segaoa.com>

ftp site: [ftp.segaoa.com](ftp://segaoa.com)

email: webmaster@segaoa.com

CompuServe: GO SEGA

For French instructions, please call:

Instructions en français, téléphoner au:

1-800-872-7342



WEAPONS/ARMS

PERSONNEL

OPERATION

**CODE NAME:
BLACKFIRE**

CONFIDENTIAL



Welcome to Spec Ops, lieutenant. You hold in your hands classified documentation on one of the country's finest assault helicopters, the BlackFire. Before you can open these documents, Army regulations require that you pass the Flight Duty physical and receive your equipment clearance and certification. When you've done that, come on back for your first assignment, we'll be waiting...

Colonel Harlan Overstreet

Colonel Harlan Overstreet
Special Operations, Fifth division

MEDICAL RECOMMENDATION FOR FLYING DUTY
For use of this form, see AR 40-501; the proponent agency is the Office of The Surgeon General

1. NAME (Last, First, MI) **DAVID THOMAS** 2. SSN **E. 840-82-2251** 3. GRADE **SPC** 4. DA **26**

5. ORGANIZATION **E-TRP 3/4 CAV** 6. TYPE FLYING DUTY PERFORMED **A/O**

7. MEDICAL CLEARANCE IS RECOMMENDED FOR THE FOLLOWING REASON(S): (Check one or more)

a. ☐ TERMINATION OF TEMPORARY MEDICAL SUSPENSION

b. ☒ MEDICAL EXAMINATION

c. ☒ REPORTING TO NEW DUTY STATION

d. ☐ AFTER AIRCRAFT MISHAP

e. ☐ PENDING ISSUE OF WAIVER FOR MEDICAL DISQUALIFICATION

8. REQUIRED TO WEAR GLASSES WHILE FLYING OR OLTHER DUTIES REQUIRING CORRECTED VISUAL ACUITY, (CONTACT LENSES ARE PROHIBITED UNLESS SPECIFICALLY AUTHORIZED.)

9. EFFECTIVE DATE

☐ YES ☒ NO

Welcome to the elite corps, son. As your supply officer, I'd like to take a moment to run through your equipment checklist with you, sorta show you the ropes with this new fangled-technah-low-gee. Remember: take good care of your gear, your life depends on it.

Jonathan Dean

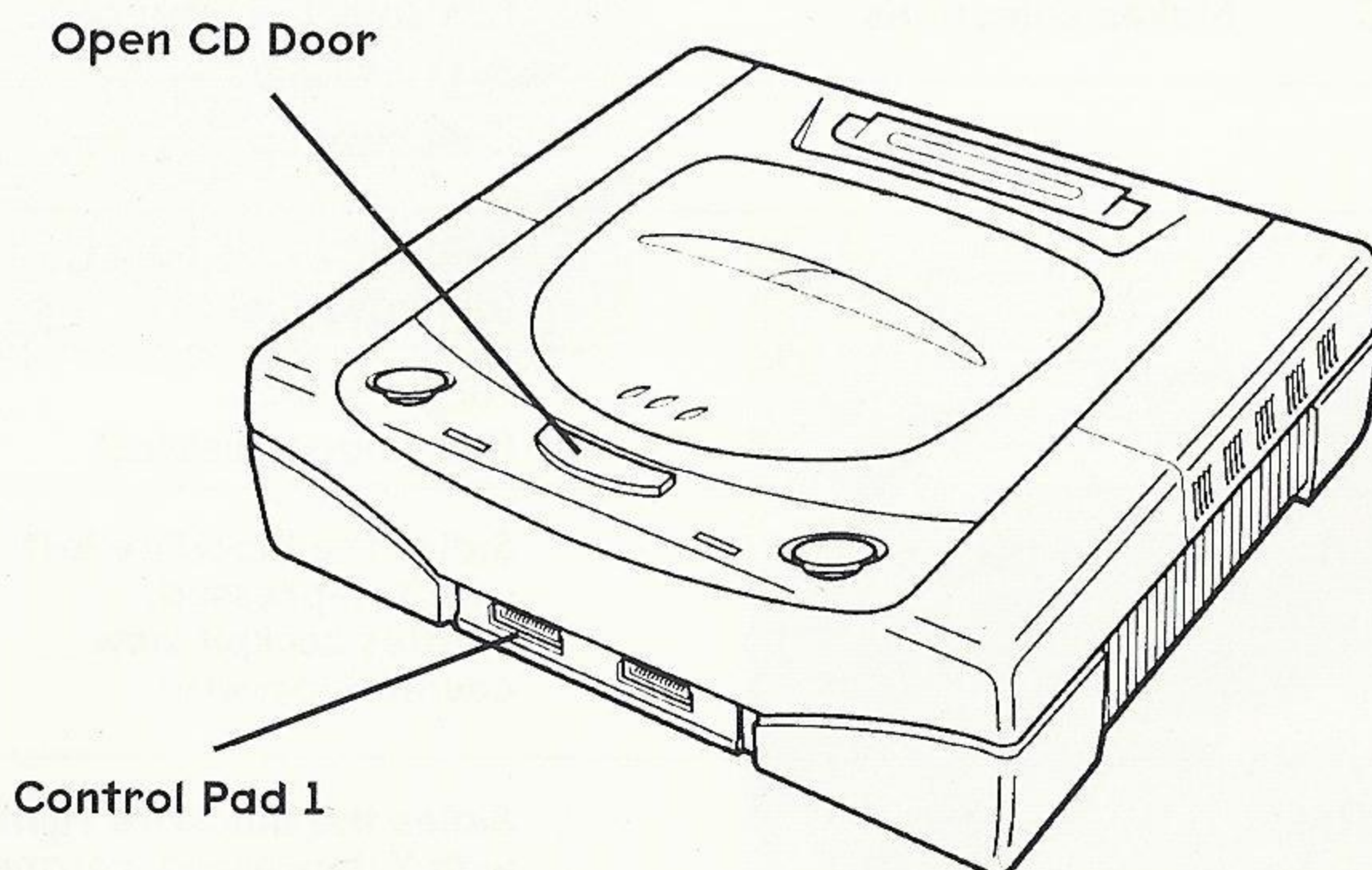
Jonathan S. Dean

Supply Sergeant Central Issuing Facility

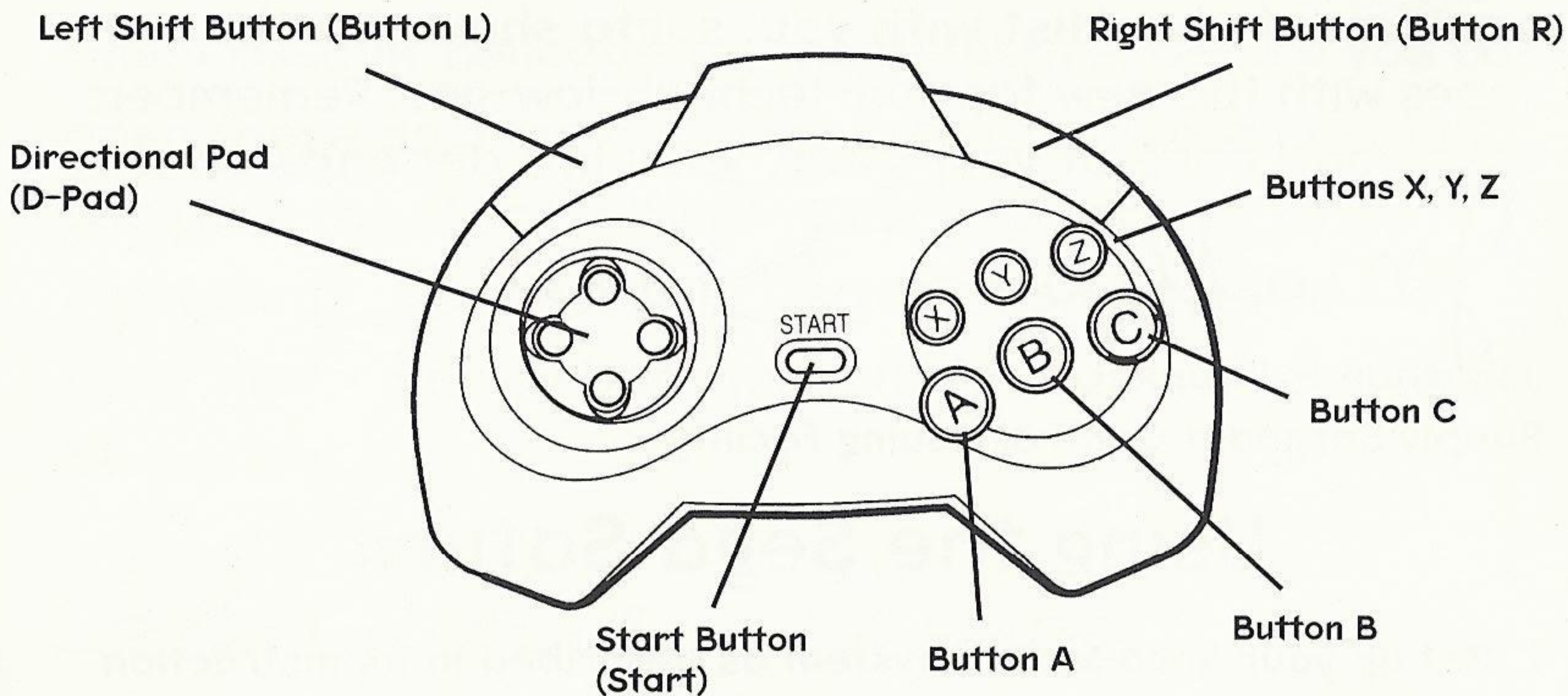
Using the Sega Saturn

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. **Note:** The BlackFire is for one player.
2. Place the BlackFire disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



Basic Operations

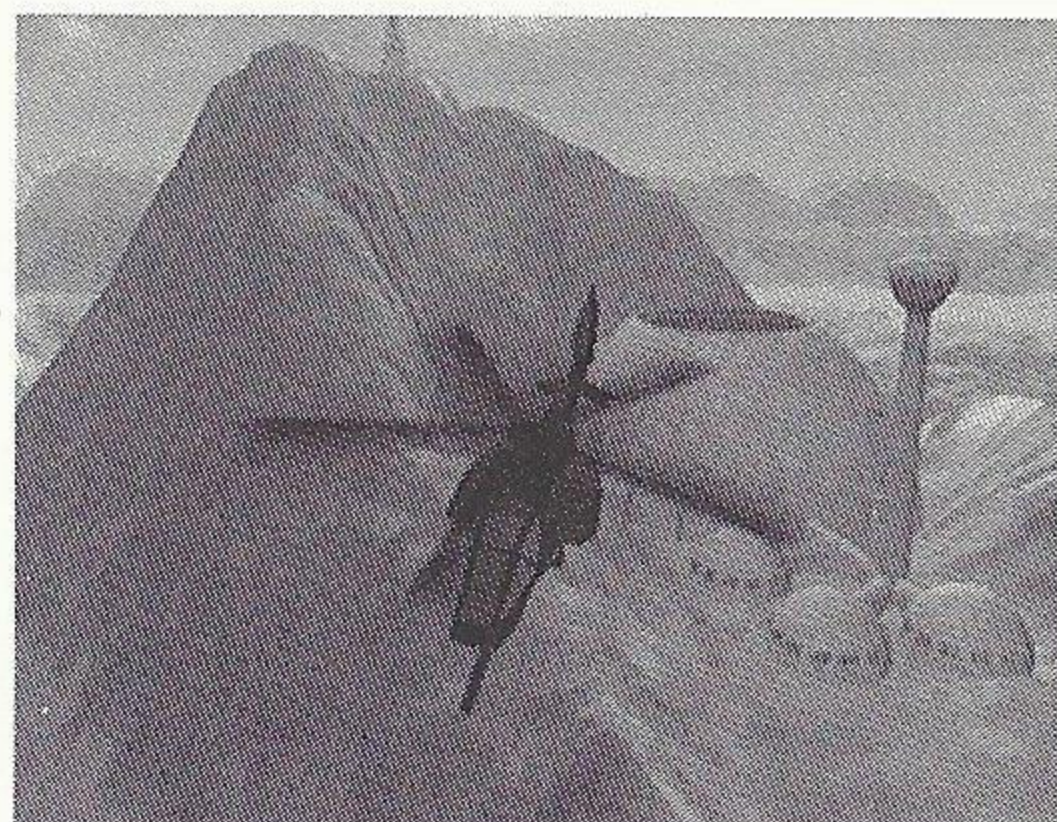
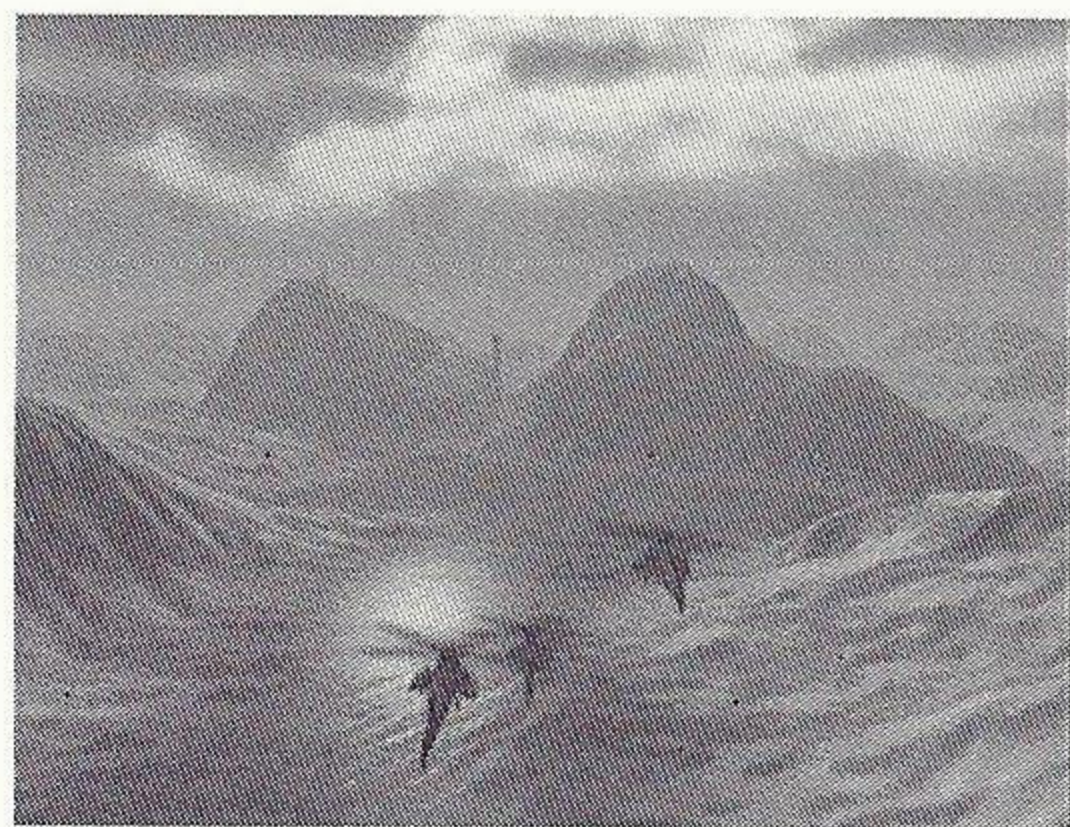
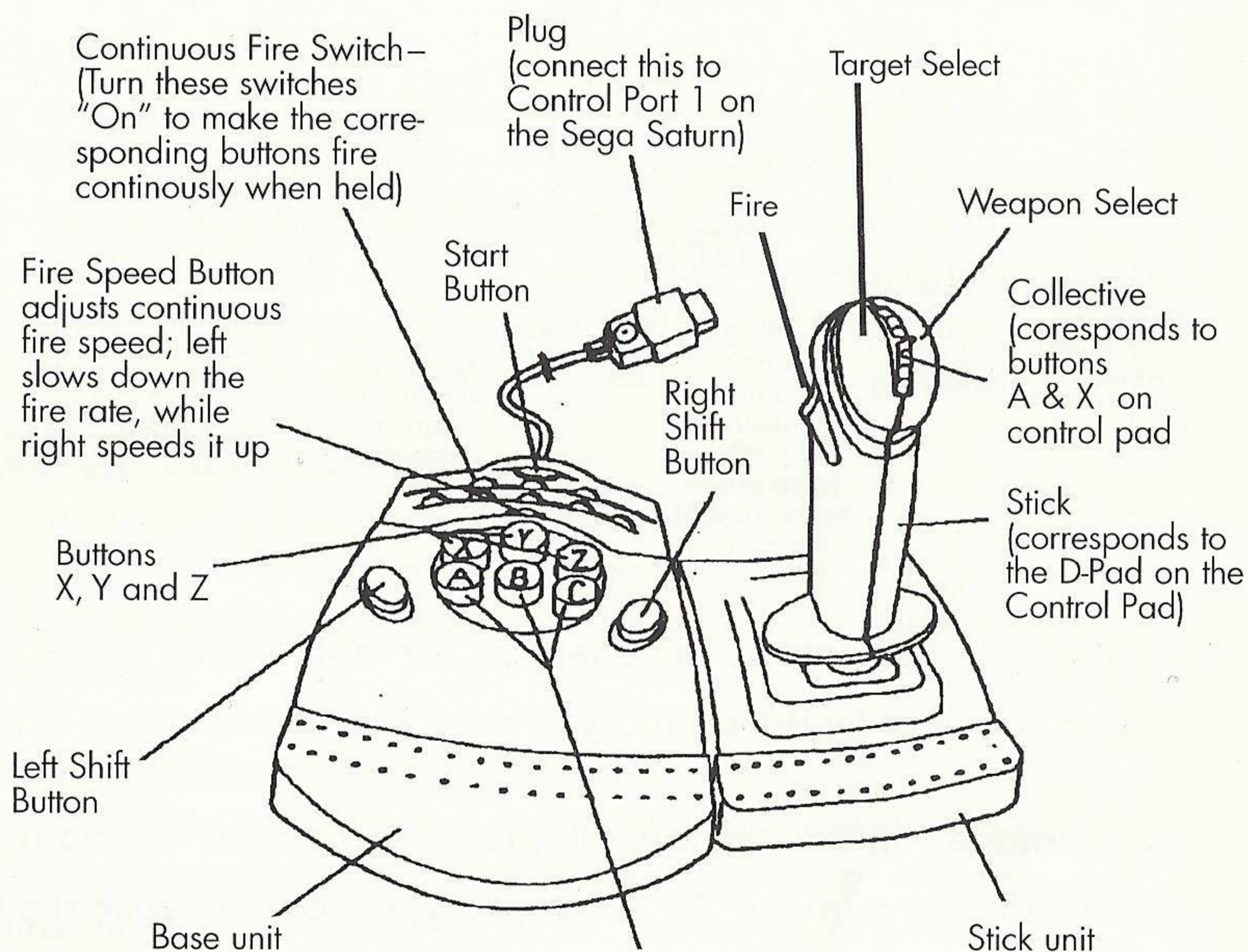


| Button | Options, Start/Options screens Saved Game screens | Gameplay |
|---------------------|---|--|
| D-Pad LEFT | Cycles through settings | Sidles the BlackFire left |
| D-Pad UP | Cycles through options | Sidles the BlackFire right |
| D-Pad RIGHT | Cycles through settings | Fly the BlackFire right |
| D-Pad DOWN | Cycles through options | Fly the BlackFire backwards |
| Start | Selects options; exits to next screen; initiates selected saved game; bypasses anims. | Pauses game; bypasses anims |
| Button A | Hold and press in conjunction with the D-Pad to cycle through Control Pad options | Collective down; replays mission brief |
| *Button B | Cancels selections | Weapon Select |
| *Button C | Makes selections | Fire selected weapon |
| Button X | ----- | Collective up |
| Button Y | ----- | Hold for Turbo boost (depletes fuel fast) |
| Button Z | ----- | Target Select (for guided missiles) |
| Left Button | ----- | Sidles the BlackFire left; with Y depressed, rotates cockpit view counterclockwise |
| Right Button | ----- | Sidles the BlackFire right; with Y depressed, rotates cockpit view clockwise |

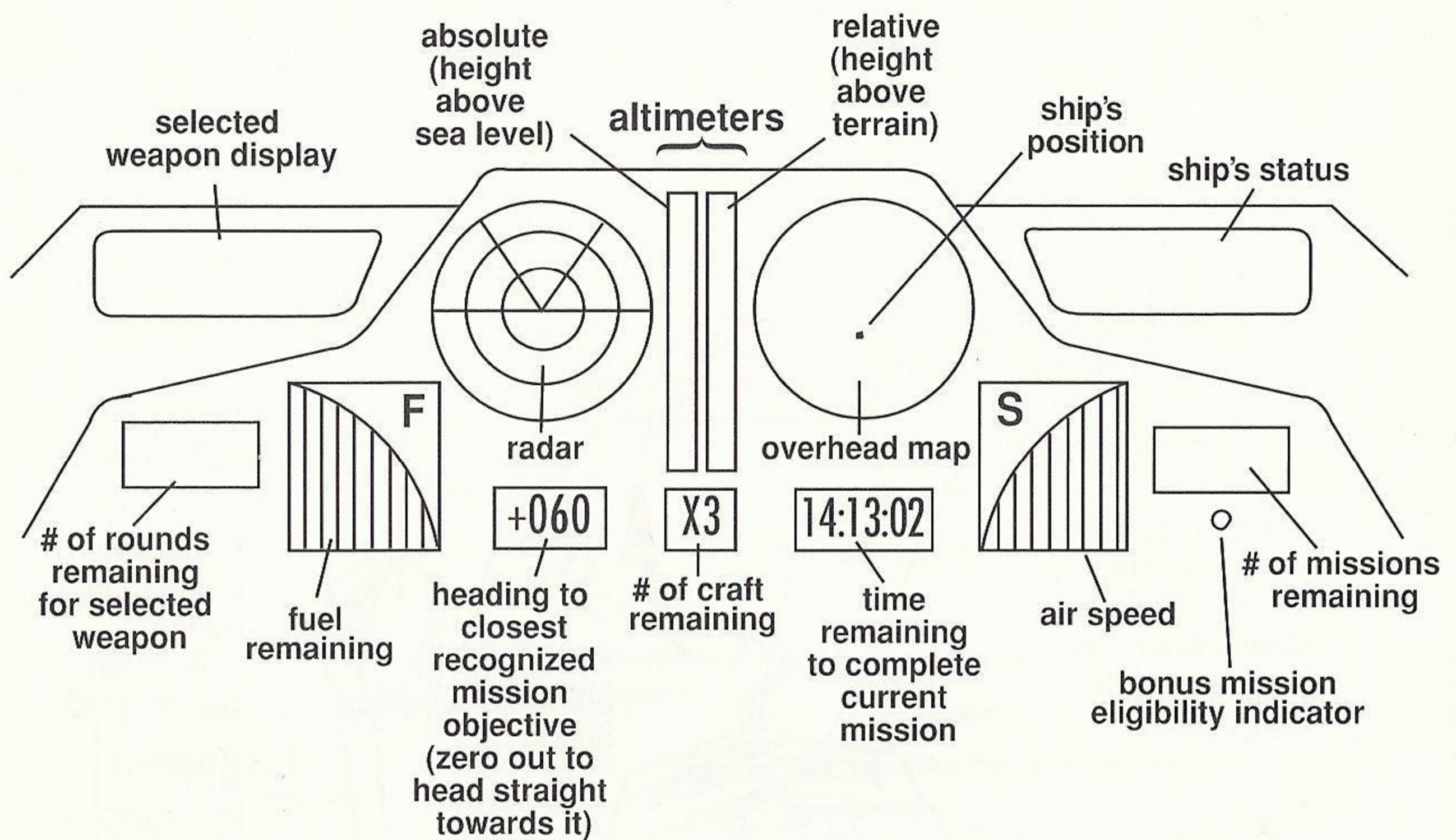
*Note: these commands can be reassigned on the options screen.

The Mission Stick Unit

Turn off the power to the Sega Saturn before connecting or disconnecting the Mission Stick.



FLYING THE AERO/SATURN AH-210 BLACK EAGLE CROSSBOW



- 1. Kills** - in Easy mode, all enemies are only worth half their normal value: fly Hard, and you'll double your Normal score.
- 2. Damage** - in Easy mode, all enemy projectiles will do half their normal damage: fly Hard, and you'll double your trouble.
- 3. Refuel & Reload** - Find the Mother Cow in Easy mode, and your fuel and weapons will return to full capacity. in Normal, you'll regroup 50% of your full-capacity load, while in Hard, you'll only replenish it by a quarter.
- 4. Enemy Forces Saturation** - The skies will be swarming in Hard mode only - but, hey! Nothing good comes Easy...
- 5. Mission Clearance** - You will only be allowed to fly the first three sets of missions in Easy mode; endgame is reserved for hotshots who'll fly Normal or Hard. Sorry, kid: no pain, no gain!

Your Aero/Saturn AH-210 BlackFire

The BlackFire comes equipped with state-of-the-art firepower. You won't be packing quite as high tech as Kane, but this'll do for a start. We may be able to "borrow" an upgrade or two from Kane's minions...once they've been sanctioned, of course.

M230 30mm Cannon

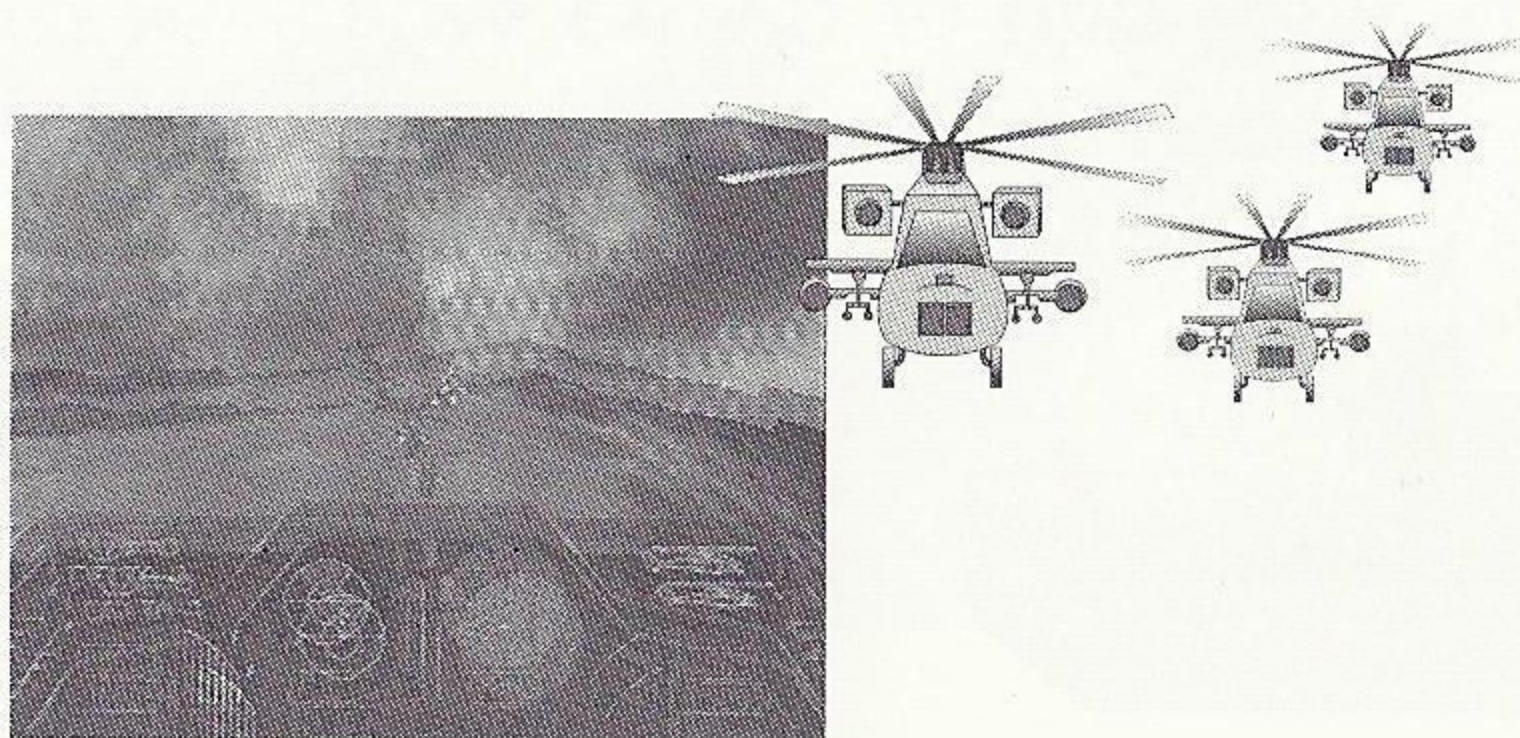
The 30mm cannon fires at an impressive 650-to-750 rounds per minute. It can fire many different types of rounds, but in most missions is fitted with HE (high-explosive) rounds. This cartridge is able to damage most targets and -- because it is slaved to the gunner's helmet sighting system -- is not affected by rocket countermeasures.

M148-VRF 30mm Cartridge

The M148-VRF Cartridge is a newly developed prototype round for the M230A cannon. Cutting-edge technology gives it twice the ballistic damage capability of the standard HE 30mm round.

HYDRA Folding-fin Aerial Rocket

The HYDRA is a non-tracking, manually fired rocket. Due to its limited tracking ability, it is better fired suppressively against in-close targets directly off the BlackFire's nose. The HYDRA will not destroy most targets with only one hit, but it does encourage the enemy to begin thinking about evasive measures.



AIM-146 Sidewinder Rocket

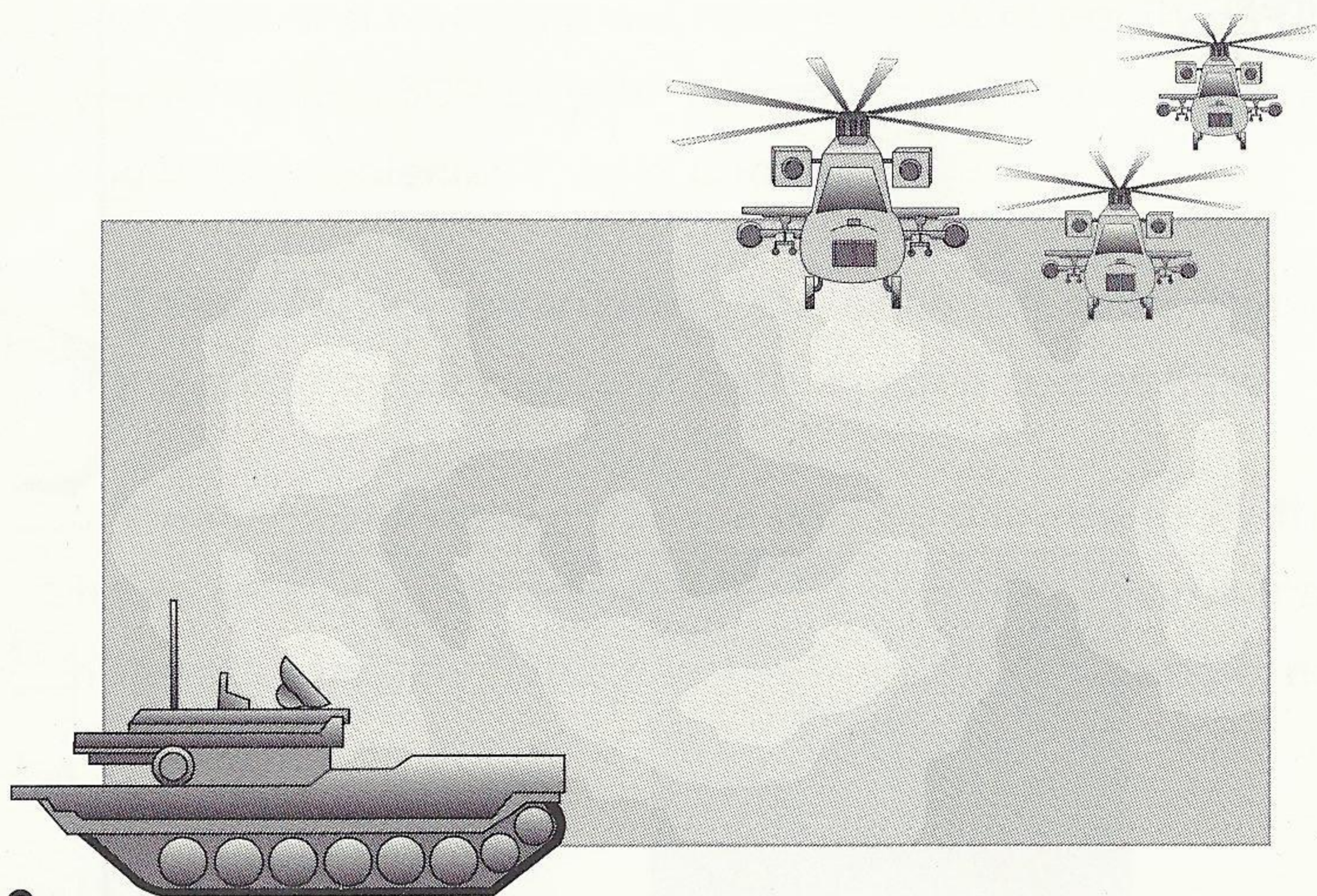
The Sidewinder is a supersonic air-to-air rocket with a pressure-detonated explosive tip. It has an internal IR (infrared) seeker, making it ideal for aerial targets such as helicopters, planes, or any other flying objects you may encounter.

AGM-114B Hellfire Rocket

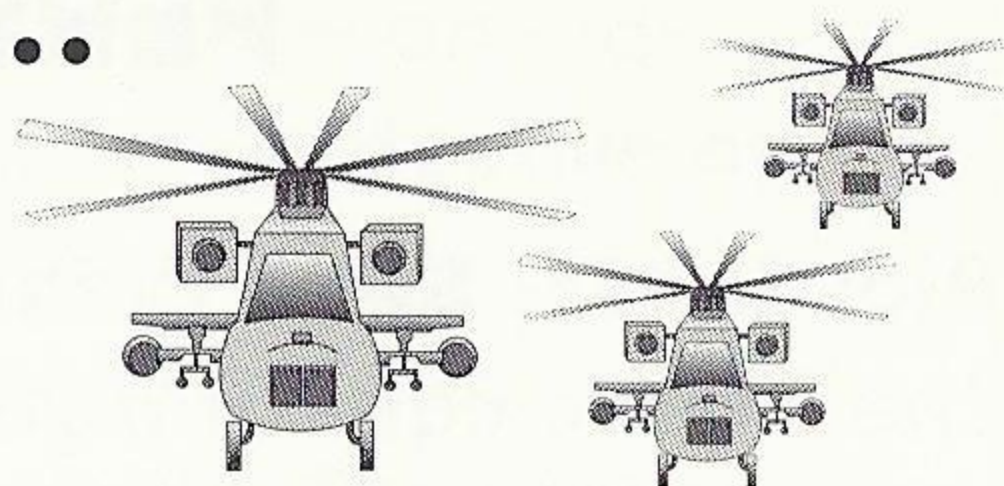
The Hellfire is a laser-guided supersonic rocket with a large shape-charged warhead. It is a relatively heavy rocket compared to the Sidewinder or the HYDRA, best used against thick-skinned ground targets like bunkers and anti-air vehicles and turrets.

MK12 F.S. Firestorm

The Firestorm is an air-bursting, multiple-desperation bomb. It releases ten devastating bomblets with individual tracking capability. Save them for less contemplative moments, like when you're close to getting a great big spanking!



The BlackFire...



There's nothing new to you about being where you're not supposed to be. After all, that's where the Aero/Saturn Black Eagle Crossbow was designed to take you...and bring you back home. Your BlackFire Special Forces team has seen it all, from the jungles of Nicaragua to the plains of Iraq, always preceded by that "disavow any knowledge" stuff some loser bureaucrat mumbles during your briefing. Yeah, when it really bites, that's when you get to go in.

But this time the target's different. Not your basic fundamentalist, fascist, drug-dealing terrorist organization, this particular group of whacko half-brains, The Sword of Gideon, is being led by one of your own, Commander Kane. A perfect example of too much ego and too few morals, this guy Kane used to guard what was left of some crashed UFOs the government keeps in the middle of nowhere, before he went renegade. Don't ask.

Anyway, rumor has it that Kane figured out how to use some of the alien technology to build weapons and aircraft beyond anything ever seen before. If that's not enough, Strategic Air Command and satellites have been picking up some pretty strange flight patterns near the area where we expect to find Kane. They appear to originate from somewhere near the star Sirius. So what? Did you forget? When it really bites, that's when you get to go in.

PERSONNEL

Bio: 1st Lt. Sean Bishop – A 22-year-old hotshot. The classic case of a guy who thinks he can do it better. His attitude is “if I’m not good enough, I deserve what I get”. Convinced he was going into every situation undergunned and uninformed, he didn’t trust anyone. But after a brush with death that left his pilot in a hundred pieces, Bishop emerged with a Bronze Star and new attitude. He was still surprised when he received a call to present himself to a dingy little office in the basement of the Pentagon only to find out that the government had bigger and better plans for him.

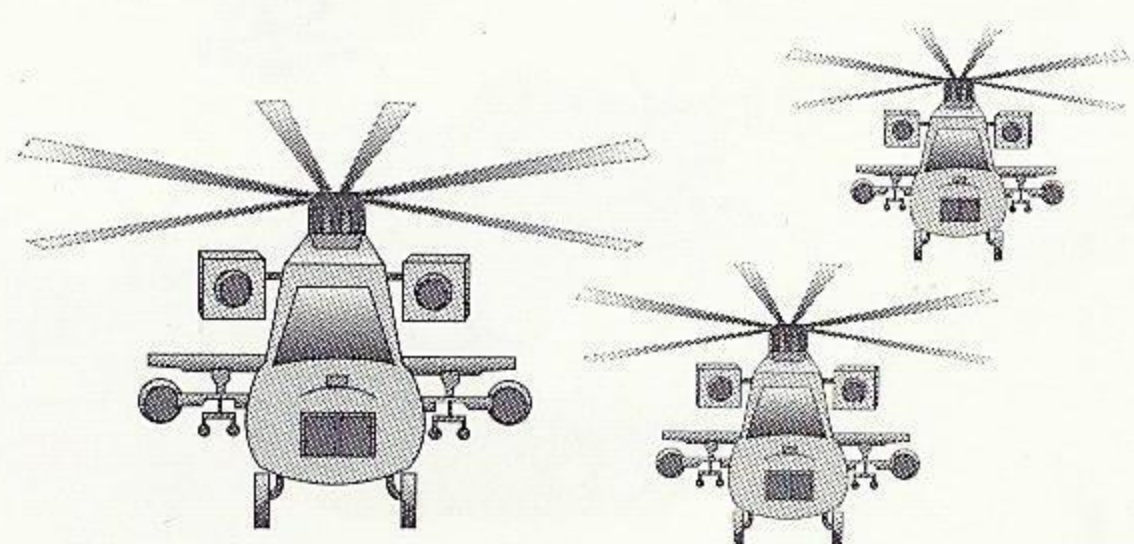
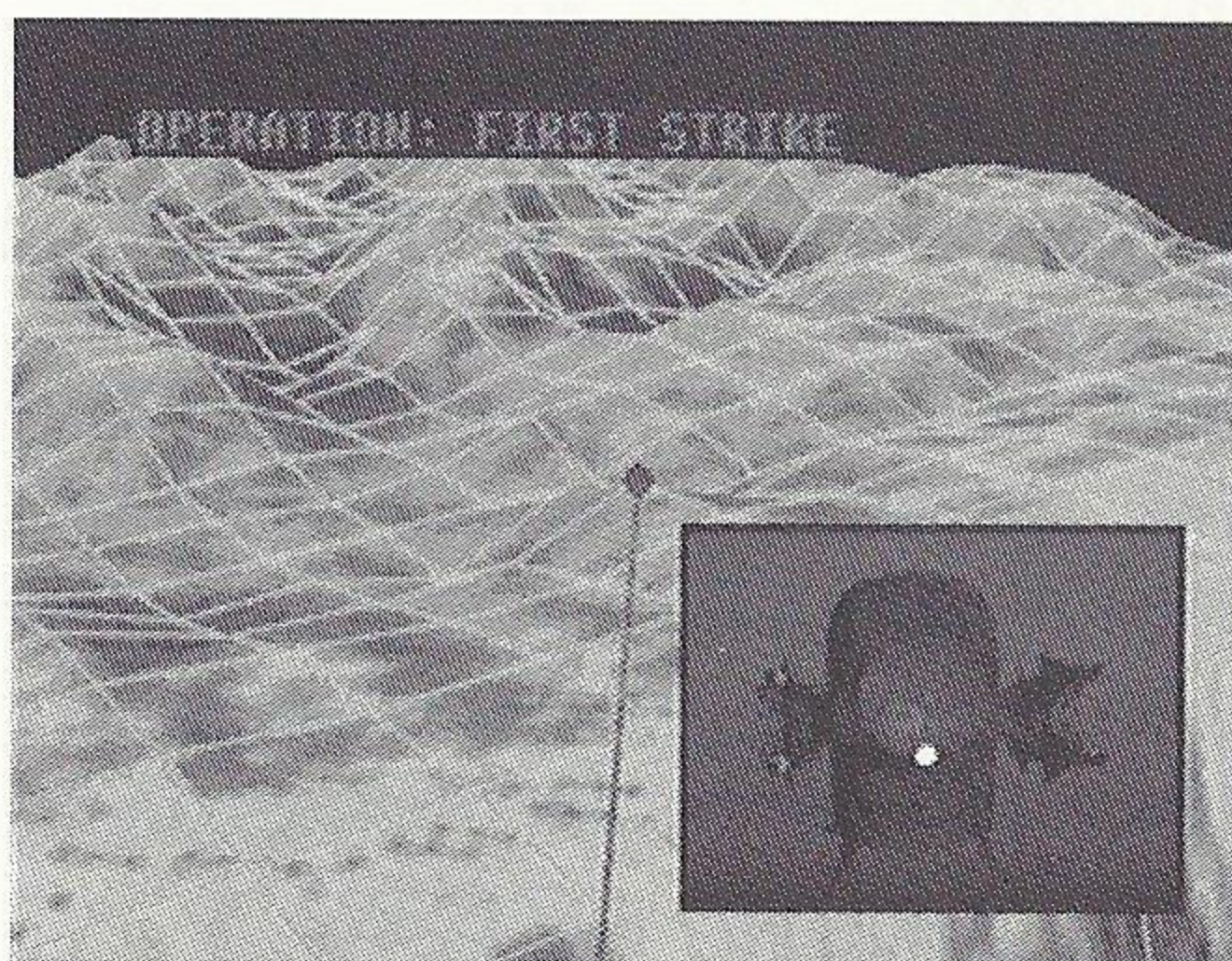
Bio: Lt. Cmdr. Diane Mackenzie – A graduate of Annapolis, Mackenzie was known as sharp-tongued and dismissive. From her point of view, she was all business. Nothing wrong with that. She went on to become one of the first female Navy SEALs. Everything was looking up until a junior-grade officer plunged to her death in a bizarre skydiving accident that was deemed Mackenzie’s fault. Mackenzie knew Col. Overstreet was really to blame for distracting the officer, but there was no place in the bullying career officer’s record for the truth. Angry and drained of compassion, it seemed relatively easy to graduate from the Sigintel/Elec program lieutenant senior grade -- at only 23. But after a short tour of duty in Kodiak, Mackenzie was ordered to appear in room 45 at the Pentagon. It was there she first learned about the BlackFire.



Bio: Colonel Harlan Overstreet – an old-guard Army Special Forces man. Protective of his position -- he issues orders strictly on a “need to know” basis. Women? He doesn’t trust ‘em— even if they are lieutenants. The stakes are too high when you’re talking about BlackFire.

Bio: Commander Kane – A turncoat with a serious attitude problem. He challenges Blackfire to outsmart him—the problem is, he’s a genius. At 37, he is a combat veteran who always seems to be one step ahead of his enemy—but how does he know so much? is there a leak within the ranks at BlackFire?

Bio: Gideon – As Kane’s protégé and right-hand man, he is an avowed enemy of the BlackFire. Wilder and more vocal than Kane, Gideon is a “loose cannon” with delusions of grandeur who wants to run the show. Don’t be misled – Kane’s the real enemy here.



YOUR MISSION, YOUR HONOR, YOUR LIFE...

You will receive your orders from Spec Ops on a need-to-know basis only. As you complete each mission, new orders will be made available to you. Pay close attention - your Flight Operations Officer will often provide information vital to completing your mission; be sure to tag all the specified targets. A précis of your mission objectives appears elsewhere in this dossier.

Flight Wing Commander Johnson is only authorized to sign out five helos to you, but Spec Ops has reqs on hand for five more. Take out all the secondary targets in any mission cluster, and you'll earn your chance to show what you're made of in a special bonus mission: fly right, and you'll be sitting pretty with ten of these birds by the time we're through!

One more thing: if you run out of fuel or time (or the sense to hightail it before your helo gets toasted), you'll be docked a ship, and forced to start the mission over again. Good luck!

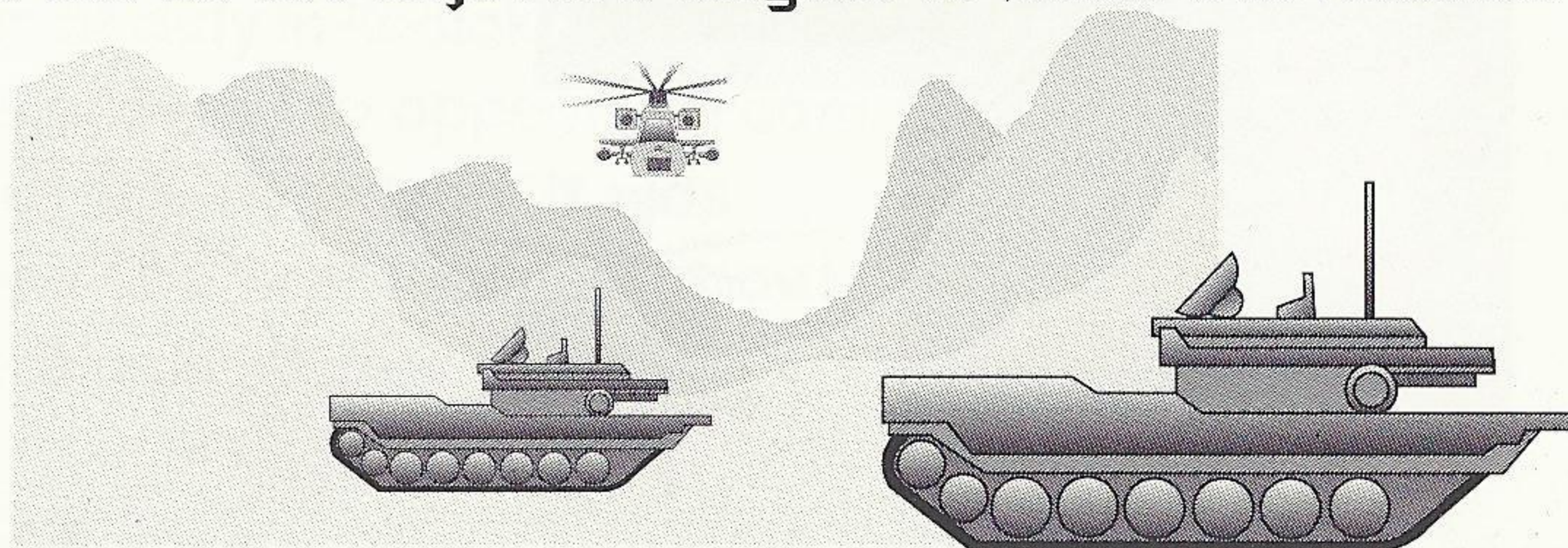
From Flight Operations Officer to BlackFire Team

Mission 0: Reflex Point

Location: Omak, Washington

Terrain: Deep canyons, tree-lined mountains

Objective: Your training mission takes place at the BlackFire team's Washington State facility, known as "Reflex Point." it's a non-hostile environment for you to practice a number of maneuvers and familiarize yourself with the initial weapons systems. You must take out all the objective targets to finish this mission.



RULES OF ENGAGEMENT

Mission 1 First Strike

Location: Moscow, Idaho

Terrain: High plateau over rolling hills

Objective: The BlackFire is ordered to go to a theater of Operations 10 kilometers outside of Moscow, Idaho. You've got to infiltrate the compound and destroy the heavily guarded central bunker. Take out all the targets before Federal Law Enforcement Agents show up. Good luck.

Mission 2: Silent Fall

Location: Mount Pleasant, Utah

Terrain: Extremely rocky

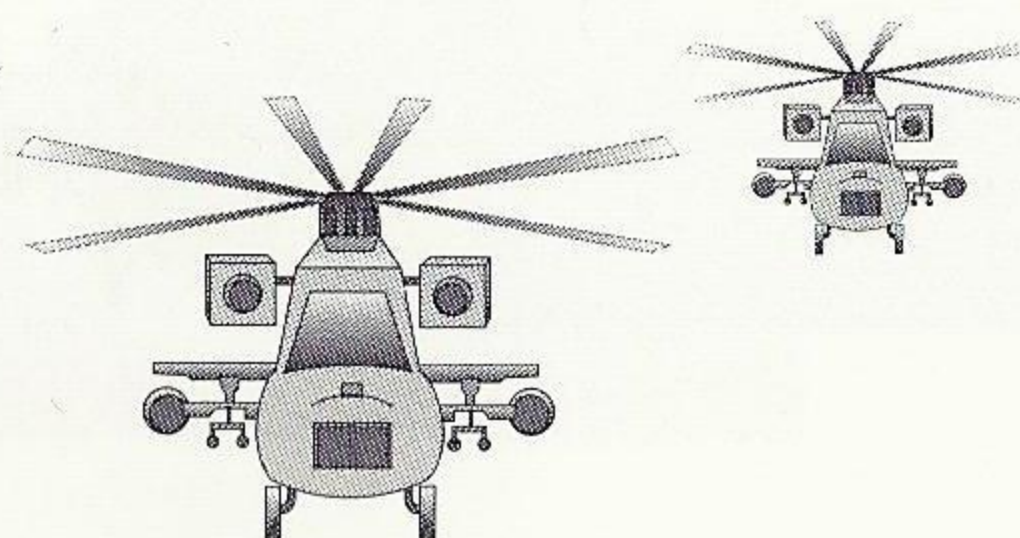
Objective: The Sword of Gideon — a lethal terrorist unit — is in the process of loading up a cache of stolen arms. You've got to destroy all transports. Watch out for these guys, they're into head games and may try to break into radio communication. Time is short — no sightseeing.

Mission 3 Rules of Engagement

Location: Angel de la Guarda, Gulf of California

Terrain: A rocky island surrounded by open sea

Objective: Reflex Point has just gotten word that an arms dealer is selling a heap of weapons to the Sword of Gideon and their disciples. Get in, get out. If you are captured, the State Department will deny all knowledge of your existence.



LEVEL 3

LEVEL 4

LEVEL 1

LEVEL 2

THE WHITE LODGE

Mission 1 Seahawk

Location: Puget Sound, Washington

Terrain: Man-made oil rig on the open ocean

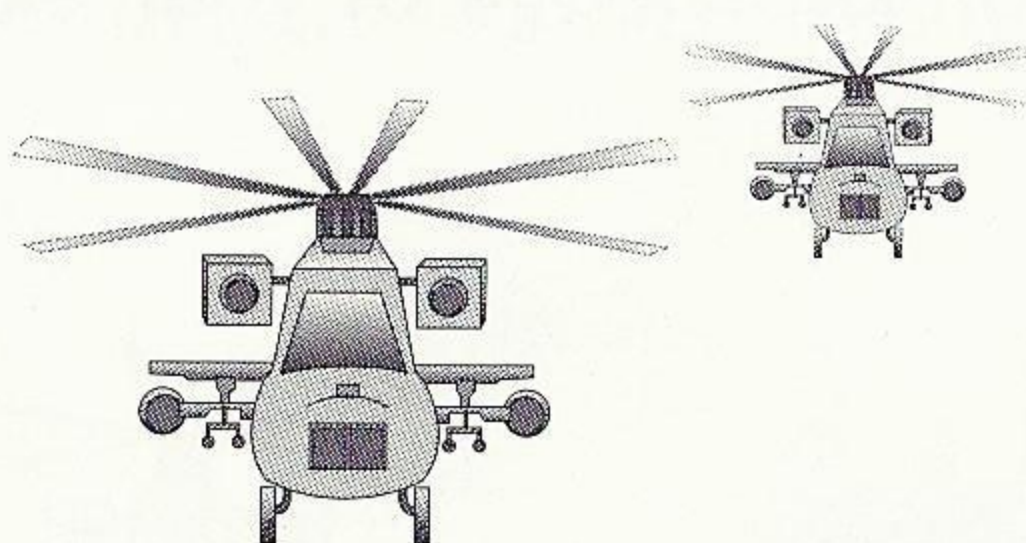
Objective: A government-leased oil rig located just outside Puget Sound has been overrun by a well-armed terrorist cadre. You have to eliminate all enemy weapons platforms in and around the rig but preserve civilian targets. Be very careful, boys - rumour has it this rig houses a nuclear reactor of some sort.

Mission 2 Shadowfire

Location: High River, Alberta, Canada

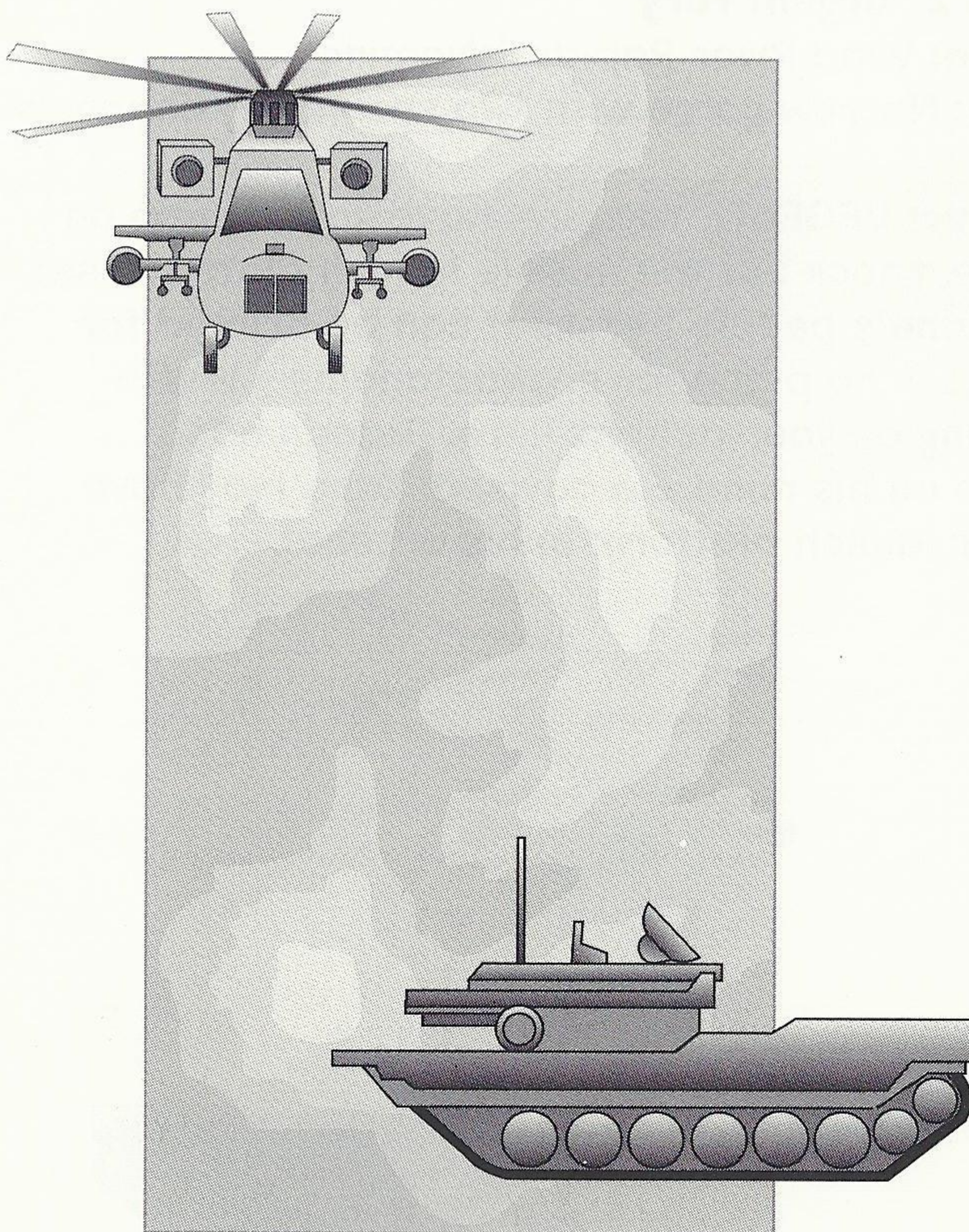
Terrain: Enclosed, fairly deserted Canadian sovereign territory

Objective: An American-owned and operated pipeline has been threatened by a terrorist cadre. The BlackFire has to destroy enemy targets holding the pipeline before they steal all our light crude. This is an air-to-ground intensive mission made all the worse by the presence of "stealth Apaches". Reflex Point intelligence has advised that a number of enemy ships are employing a new type of composite stealth armor.



Mission 3 Slaughterwave**Location:** Wolf Point, Montana**Terrain:** High plateau surrounded by mountains

Objective: The terrorists have taken over an abandoned base and are refining the crude oil to manufacture the composite stealth armor used by the “Phantom Apaches” (the process makes them invisible). Stay bright-eyed, boys – what you don’t see can hurt you.



FIRESTORM

Mission 1: Reciprocity

Location: Paha Sapa (the Black Hills, So. Dakota)

Terrain: High terrain surrounded by mountains

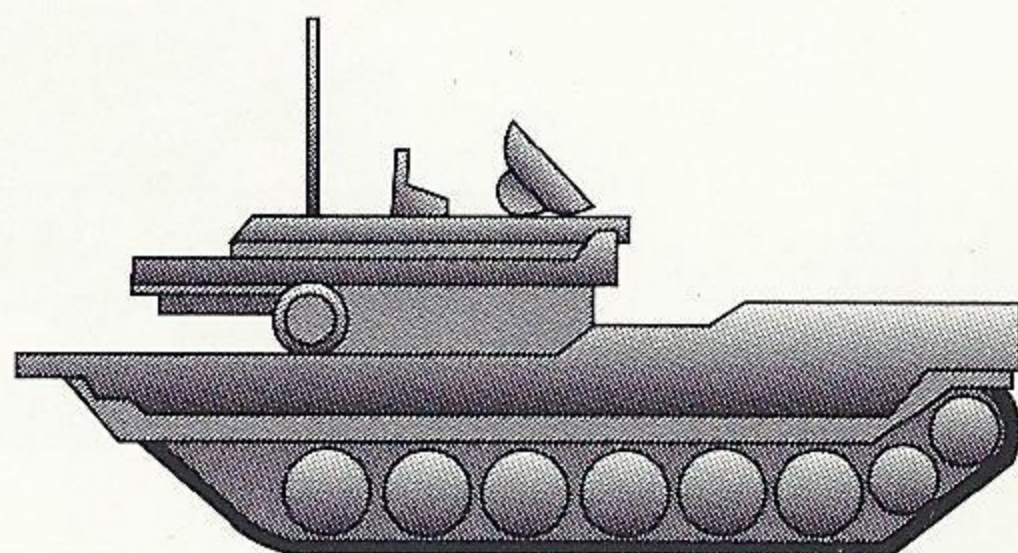
Objective: Reflex Point has gotten word that Legion Command Brigade has a heliport where the remaining Apaches are hidden. That's in the sacred Black Hills, so do us all a favor and try not to destroy the ancient burial grounds, or we'll all have to answer to the IAB. Watch out for Kane, he knows the BlackFire better than you do.

Mission 2- Urgent Fury

Location: Wind River Rapids, Wyoming

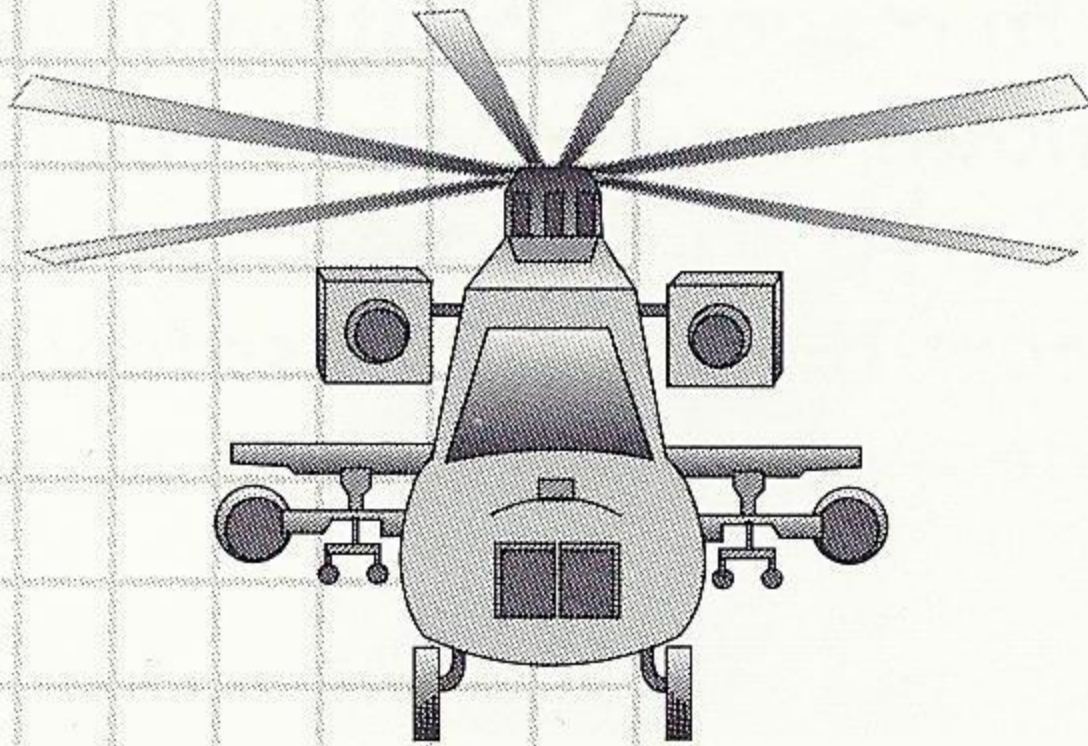
Terrain: Narrow gorge with two secondary channels

Objective: URGENT!! You guys have got to jump on this one. Knock out the missile launch platform set up by Kane's people before it can be primed for use. This is no place for grandstanding - WWII may hang on your actions here. Gideon has revenge on his mind. Be advised: Kane may have another launch platform in his arsenal.



Mission 3: Firestorm**Location:** Flaming Gorge, Wyoming**Terrain:** Jagged hills, high plateaus

Objective: This is a night mission. A military train transporting fissionable materials is under attack by the legion. Make sure the train gets to where it's going: stay close and draw away enemy fire. You may ding up your helo a little on this one, but save that train!



GAMES OF WAR

Mission 1: Arclight

Location: Rocky Mountains, Colorado

Terrain: Deep canyons overcut by man-made bridges

Objective: Legion is attempting to use Asgard 3 (our military satellite uplink) to capture and decipher signals being sent via Overlord. Your mission is to take Asgard's generator before Kane can align the uplink array with Overlord.

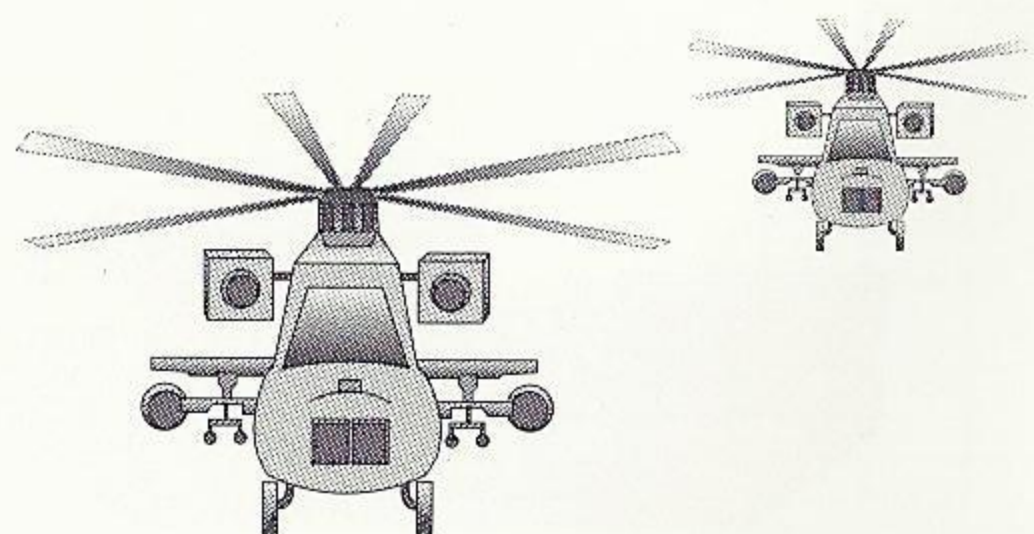
Mackenzie has been kidnapped. Overstreet is in charge.

Mission 2: Safe Conduct

Location: Appalachian Mountains

Terrain: High, narrow canyons, deep mountain gorges, mountainous

Objective: You are ordered to intercept a team of engineers who are being flown via low-flying Chinook transports (you won't know which one they're in) to a secret location at Pamlico Sound. They'll be flown under cover of night, but don't think that'll stop Kane's men. Throw the enemy off and escort the Chinooks safely back to the base...the operative word here is "safely"



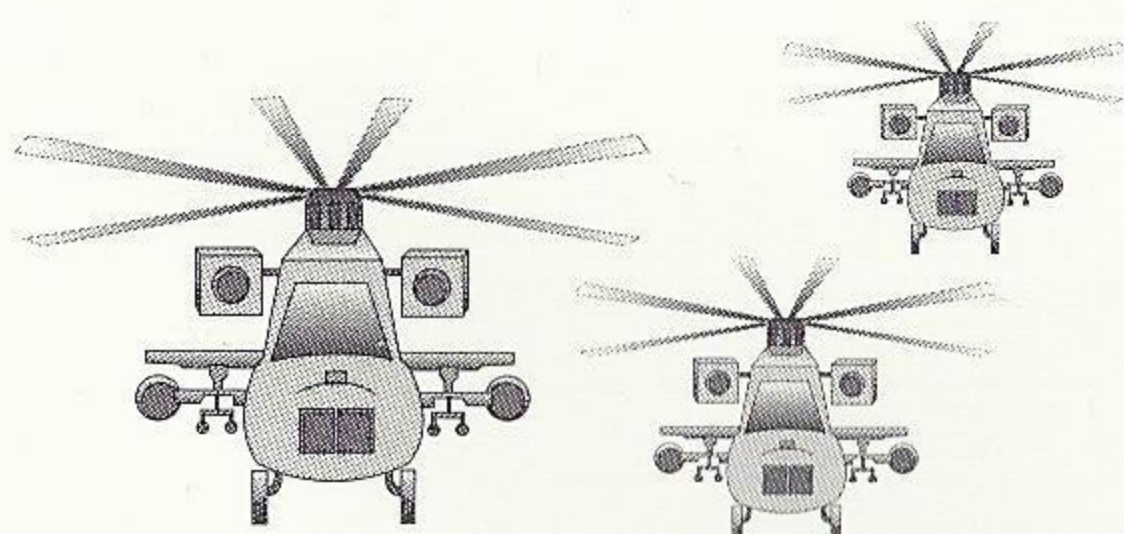
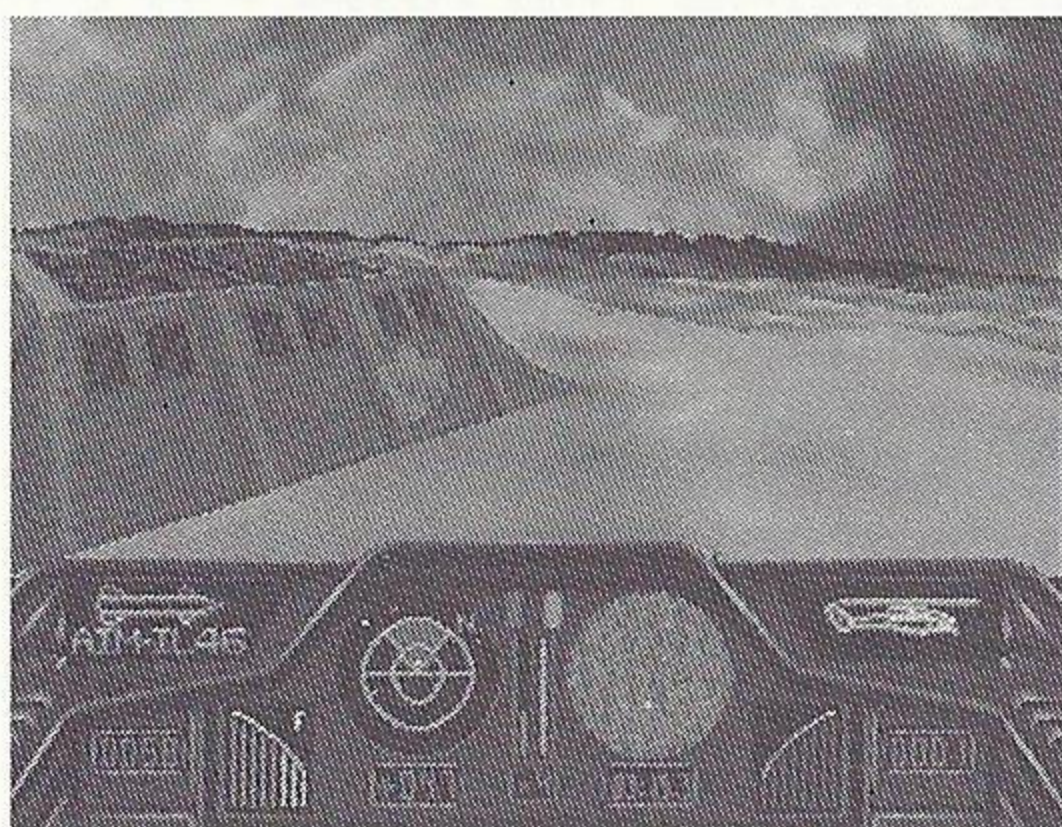
Watch for allied flyers.

Mission 3: Spearfish

Location: Pamlico Sound submarine base

Terrain: Man-made harbor embedded in rock.

Objective: We've just received word that the Pamlico Base – with only a skeleton crew on duty – has been overrun. The BlackFire needs to remind Commander Kane whom the components to the plasma cannon belong to before Kane's submarine dives and escapes.



LEVEL 4

LEVEL 5

LEGION

Mission 1: Overkill

Location: Kalabaka, Greece

Terrain: Rocky canyons, deep gorges, snow-capped peaks

Objective: This directive comes straight from the Office of Spec War. You will be operating within foreign soil; be advised: your presence must not be discovered. Kane has seized an installation under the command of the local government, one that is not allied to us. You must enter the territory below their APS band, fly to the designated region, and enable the BlackFire's recon array to set terminal guidance for SACCOM's uplink. Success will be achieved only by a quick fly-by of your target zone. *A pod array cam has been fitted to the BlackFire; overfly your target and paint it with your laser. Watch for park ranger helos inside the park - it's bad form to hit a ranger.*

Mission 2: WinterWolf

Location: Bering Straits, Alaska

Terrain: Icebergs rising from the straits

Objective: Legion has taken control of an amphibious command ship that is traversing the waters of the Strait en route to a listening post in the Arctic. Kane and his cronies are off-loading a cruise missile and other weaponry onto their submarine. Stop the sub at all costs.

Note: Weather conditions will make this mission particularly difficult.

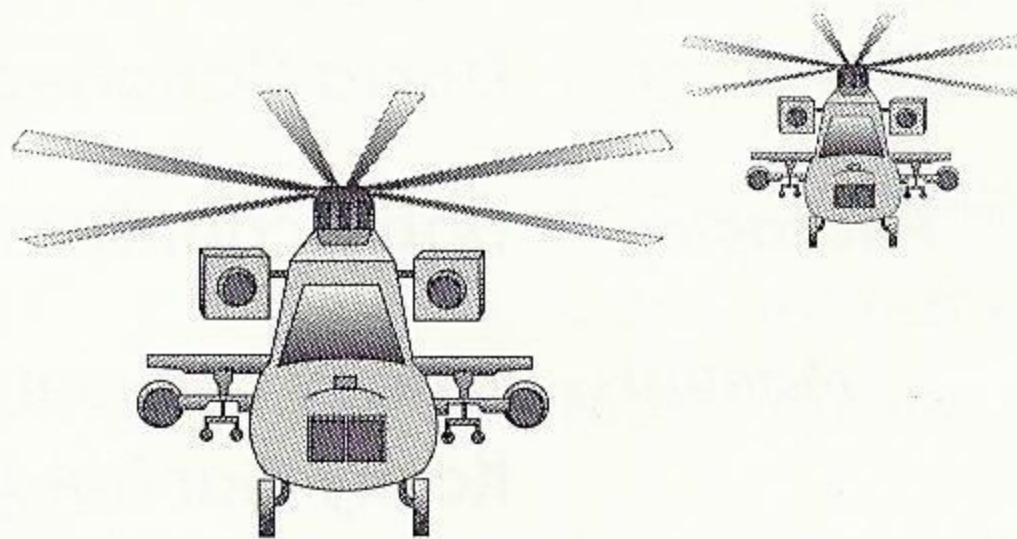
Mission 3: Longbow

Location: Cheyenne Crest, New Mexico

Terrain: Desert valley surrounded by mountains

Objective: The time has come to kill Kane and his cadre once and for all. All objects are designated targets. Kane is somewhere on base here, but we can't tell you exactly where. Destroy the hanger and track Kane down.

Warning- *Suicide bombers will be looking for you!*



Credits

Programmed by John Bojorquez

Game Design by Paul Robinson

Original Concept by Eric Rawlins, John Butrovich

Produced by Eric Rawlins

Managing Producer Steven Apour

Directed by John Butrovich

Project manager David Seeholzer

Technical Design Support Paul Drzeweicki, Gavin James

Additional Support David Seeholzer, Randy Casey

Animation by Osman Soykut, Dean Fowler

Art Daniel Cabuco, Bryon Carson,
Joby Otero, Rod Parong,
Keith Rust, Eric Scharf,
Walter Schulz, Jon Tando

Orchestrated by Barry Blum

Additional Orchestrations by Jim Hedges

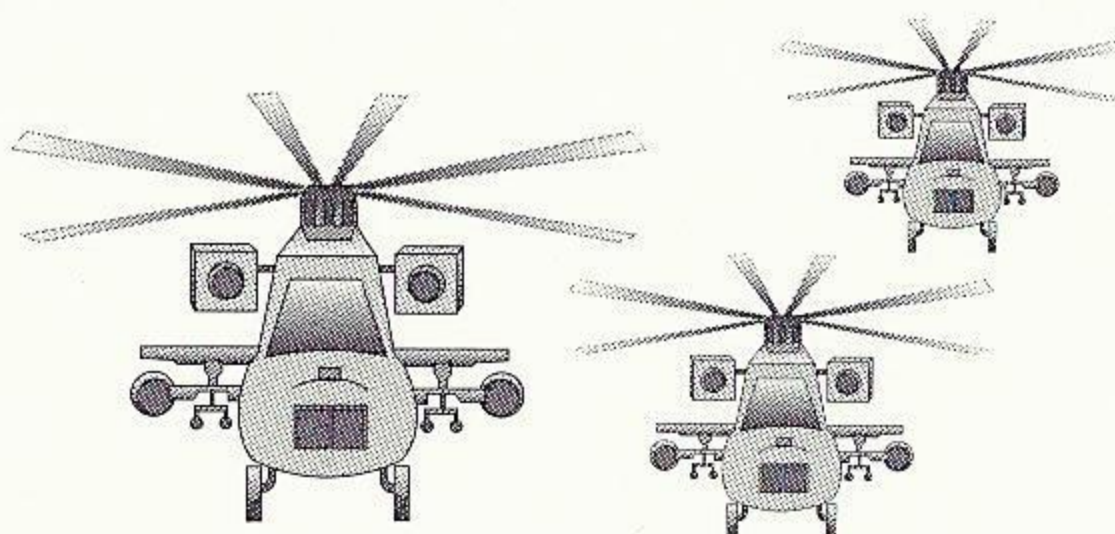
Sound Effects by Loudmouth

Product Manager Doria Sanchez

Packaging Bob Schonfisch

Manual Hillary Clayson Loeb
Kathy Garfield

Product Specialist Clint Dyer



Credits

Voice Talent

| | |
|--|---|
| <i>Lt. Bishop</i> | Dave Baker |
| <i>Lt. Mackenzie (radio chatter)</i> | Kathryn Nymoen-Verege |
| <i>Lt. Mackenzie (mission briefings)</i> | Connie Hall |
| <i>Kane/Colonel Oversteet</i> | Billy Pitrone |
| <i>Gideon</i> | Joe Kerska |
| <i>Computer</i> | Cynthia Marcucci |
| <i>Bad guys (Spanish voice chatter)</i> | Millie Santiago |
| <i>Good Guys/ Canadian Air Authority</i> | Jeff Faber |
| <i>Recorded at</i> | Music Annex, Menlo Park |
| <i>Quality Assurance by</i> | Sega of America, Test Department |
| <i>Lead Testers</i> | Michael Williams, Janine Cook |
| <i>Assistant Leads</i> | Sean Doidge, Michael Baldwin, Marc Dawson |
| <i>Testers</i> | Sako Bezdjian, Alfred Dutton, Mark Griffin, Joshua Johnson, Tracy Johnson, Bart Larrenaga, Sancho Martinez, Rob Prideaux, Mark Vitello, Stan Weaver |
| <i>Special Thanks to</i> | Tim Dunley, Jef Feltman, Jonathan Flamm, Renee Greenwood, Bob Hardy, Joshua Johnson, Benjamin Lee, Lawrence Loth, Thomas Miley, Zach Meston, Mark Miller, Steve Payne, David Woldrich |

Notes



LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

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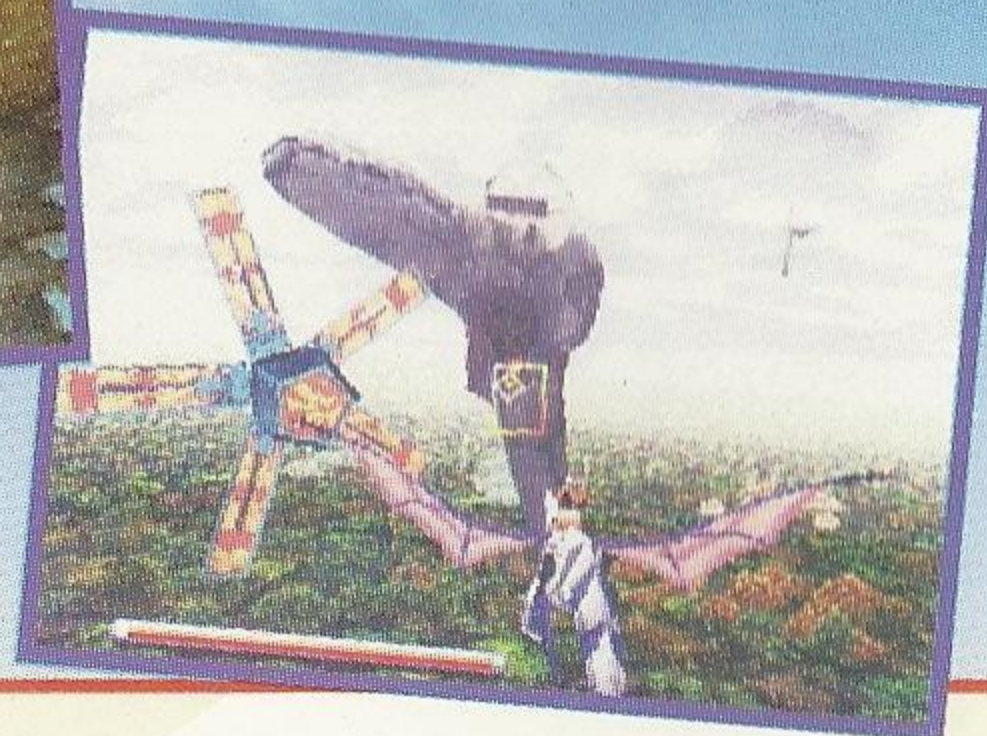
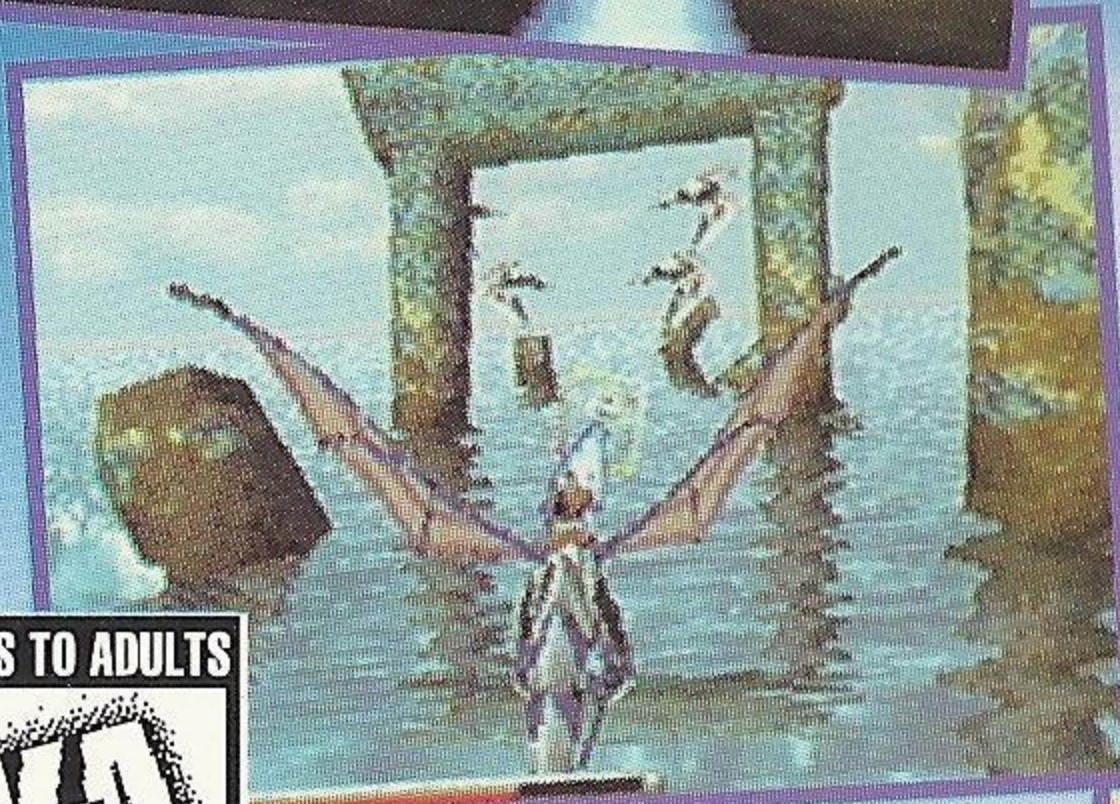
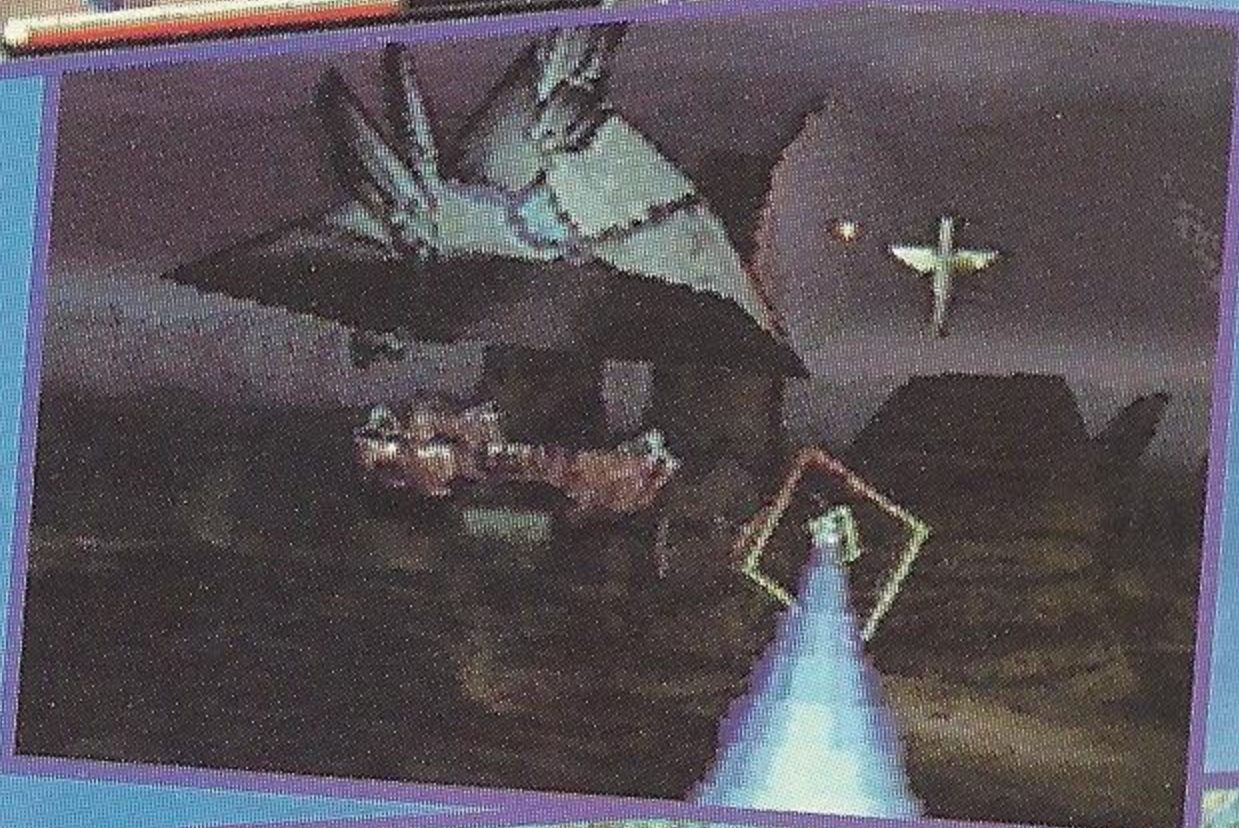


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